



US 20220156999A1

(19) **United States**

(12) **Patent Application Publication**

Assouline et al.

(10) **Pub. No.: US 2022/0156999 A1**

(43) **Pub. Date: May 19, 2022**

(54) **PERSONALIZED AVATAR REAL-TIME MOTION CAPTURE**

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(21) Appl. No.: **16/951,884**

(22) Filed: **Nov. 18, 2020**

Publication Classification

(51) **Int. Cl.**

G06T 13/40 (2006.01)

G06T 15/20 (2006.01)

G06T 7/20 (2006.01)

G06F 3/0488 (2006.01)

G06F 3/0481 (2006.01)

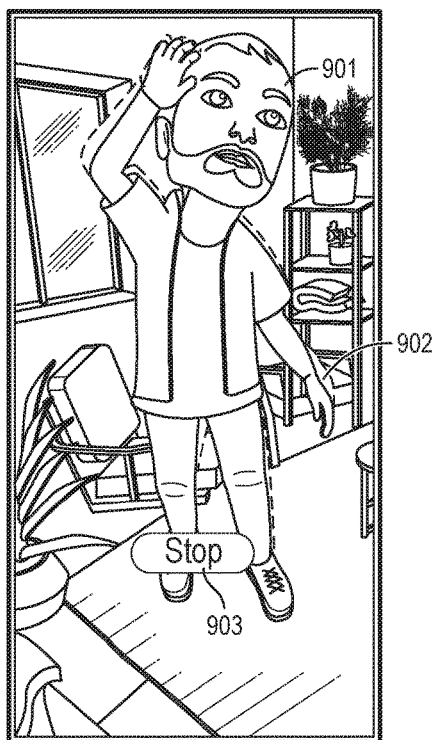
(52) **U.S. Cl.**

CPC **G06T 13/40** (2013.01); **G06T 15/205**
(2013.01); **G06T 2207/10016** (2013.01); **G06F**
3/0488 (2013.01); **G06F 3/04817** (2013.01);
G06T 7/20 (2013.01)

(57) **ABSTRACT**

Aspects of the present disclosure involve a system comprising a computer-readable storage medium storing at least one program, and a method for performing operations comprising: capturing a video that depicts a person; identifying a set of skeletal joints of the person depicted in the video; storing a movement vector representing previously captured three-dimensional (3D) movement of the set of skeletal joints of the person depicted in the video; receiving input that selects a 3D avatar; and animating, based on the movement vector, the 3D avatar to mimic the previously captured 3D movement of the set of skeletal joints of the person depicted in the video.

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